



Volume V, #16

BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



12 Apr 96

MARCI VICTORIA VICTORIOUS!

The Frylingi Faction's Marcia Victoria finished a whole turn and a half ahead of the nearest competition to win our first CIRCUS MAXIMUS game. The Frylingi, Coronae, and Chinnerius factions raked in a pile of sesterces as she paid 11-1.

Our fourth STELLAR CONQUEST game will be starting next month to give the participants a chance to vote on the optional rules to be used. Likewise, DOWN WITH THE KING will start next month if we have four players and there is some consensus on the use of the Optional Tables and such. See p 18 for details.

LIFT OFF! begins this month. Interested players are asked to send in a country name and orders for the first year (buy what hardware, pay for what research, and announce what launches for 1957). We won't have a card draw this first year in order to let latecomers join in. Again, see p18.

STANDBY ALERT: We have several NMRs this month: France in "Boris IX" and Africa in ADV CIV, and Sean Beck in BRITANNIA. Anyone not already in "IX" is welcome to send orders for France. Sean's orders last time arrived the Thursday after the deadline after the issue had been printed and duplicated; hopefully the USPS didn't do him in again. Wayne Morrison has conditionally taken over the position. Peter Boyum is our 1st alternate in ADV CIV, so would he tender standby orders for Phil Nast's Africa?

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: Never drive home from a Gordon Research Conference with somebody who teaches a similar course as you do. Suddenly, your remote intention of turning your lecture notes into a modest little textbook become serious reality.

Rene P. Schwarzenbach, Philip W. Gschwend, Dieter M Imboden

EWorld is officially shut down now, so Boris has yet another new e-addressee. prbolduc@aol.com. Ms Nar has her own too now, msnar@aol.com.

The fussiness of the print of the last few issues has hopefully been solved by changing the ink cartridge and using a better grade of paper for the master.

The registration form for AvalonCon (31 Jul-4 Aug) arrived this week. Mike Tsuk appears to be going and Wayne Morrison wants to if he's still in the country then. Ms Nar is not pleased with the prospect. Team Boris anyone?

BOOS & KUDOS

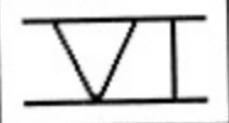
This month's Madame Bolduc Press Excellence Award (and a free issue) goes to Ron Fisher for his Oslo article in "Boris IX".

This month's Ms Nar SuperSudey Bomb will be lobbed at our NMR folk. It's not healthy to torque off Ms Nar!

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CDT) 4 MAY 96

BRITS EYE VICTORY!!
AUSTRIANS DESPAIR!!



SPRING 1918

1994BS

ERRATA: The Austrian move to TRI from VEN succeeded and A PIE can retreat to VEN or TRL.

WALL ST JOURNAL--The war seems all over but the shouting. None of Britain's centers are at real risk and LPL, POR, and STP are apples ripe for the Duke's plucking. We expect he will. Emperor Wayne can only wonder at the lost opportunities of the early Teens.

TROOP MOVEMENTS Austrian A PIE retreats to VEN. Austria tears A BOH. England builds A EDI. A LAN.

AUS (Morrison): F TUS-Rom, A Tri-Ser, A Gre S A Tri-Ser, F Alb S A Gre, F Ion-Nap, A Nap-Apu, A Ven H, A Vie S A Bud, [A Bud S A Tri-Ser];

ENG (York): [A EDI-LPL], A Lon-Yor, F Mid-Wes, F Eng-Mid, F Nrg-Bar, F Nwy S F Nrg-Bar, F Nth-Den, F Swe-Bot, F Bal S A Ber, [A Ber S A Mun], [A Mun S AUS A Boh-Sil](nsu), A Bur S A Mun, A Pie-Tri, F Lyc-Tyn, F Tun S F Lyc-Tyn;

RUS (Anderson): A Bul S A Rum-Ser, [A Gal-Bud], [A Rum-Ser], A Sil S A Pru-Ber, [A Pru-Ber], [A Fin-StP], [A Mos-StP], F Lpl H, F Aeg S A Bul.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nsu = unit not so ordered; nsp = no such place; nsu = no such unit; nvr = no vote received; otb = off the board; otm = unit on the move; r-?? = unit is dislodged; u = unordered. Austrian A PIE must retreat otb or to TRL. Russian A BER must retreat otb or to PRU; A VIE must retreat otb or to GAL.

ALDA-CHUR

SPRING 1918 ACTION:

PRB sells 567 rubles and buys 378 pounds (\$3+5670-5670 = \$3).

Company	\$	Kroner	Pounds	Rubles	Value
PRB	3	0	378	0	\$5673
RVE	10	0	358	15	\$5538
WOMEX	1	0	333	0	\$4996
NEWBOT	4	192	0	74	\$2472
RETW	2293	0	0	0	\$2293
USED	0	183	20	0	\$1947
CCH	1	80	0	0	\$721
FROG	10	73	0	0	\$667
MT	0	0	0	0	\$ 0

LEGEND: CCH = Corporation for Currency Holding, FROG = Federal Reserve Option and Guarantee, NEWBOT = Neenah World Board of Trade, PRB = People's Revolutionary Bank, RETW = Retired Wayne, RVE = RV Exchange, USED = Uranian Circus Exchange & Depository, WOMEX = Wurdelmann's Monetary Exchange.

The Alda-Chur Bourse is closed next season.



Hsia/South China Morning Post/Hong Kong



Peace Falls!
Peace Reproposed

VII

Fall 1913

1994 AT

MURKWOOD: Germany's inexorable march to hegemony has been sidetracked for the moment by sabotage by an unknown (but soon to be executed) clerk in the Signals Office. Will this buy enough time for an Anglo-Turkish axis to form and stop the march? If so, 'tis Britain that will gain most initially. How is Sultan Ali Dave to be bought off?

TROOP MOVEMENTS

Turkey retreated F NAp to APU and A RUM-BUL

ENG (Hanna): [F Nrg-Nwy], [F Nth S F Nrg-Nwy], F Eng S F Nth, F Lyo-Wes, F Tyn S F Nap, F Tun-Ion, F Nap S F Tun-Ion, [F Aeg-Smy], A Pie-Ven, A Rom S A Pie-Ven.

GER (Morrison): A Mun-Bur, A Bel-Pic, [F Den-Nth], F Hol S F Den-Nth, [F Nwy S F Den-Nth], [A Tri S A Ven-Tri](nao), [A Ven S A Tri](dup orders, r-??), A Rum-Sev, A Ukr S A Rum-Sev, A Mos S A Rum-Sev, [A Bud-Rum], A Gal S A Bud-Rum, [A Tri-Bud], [A Ven-Tri](dup orders, r-??);

TUR (Anderson): F Ion-Adr, F Gre H, F Smy H, [F Apu-Ven], F Bla S A Bul-Rum, [A Sev S A Bul-Rum](r-??), A Bul-Rum, A Alb S A Ser, A Ser S A Bul-Rum.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit; nao = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; r-?? = unit is dislodged and must retreat; u = unordered. Turkish A SEV must retreat otb or to ARM; German A VEN must retreat otb or to TUS.

The draw fails 1-1-1. It is repropoosed.

SUPPLY CENTER CHART

ENG: Edi Lon Lpi Por Spa Par Bre Tun Mar Rom +Nap +Ven

(12) Build 2

GER: Ber Kit Den Hol Swr Mun Bel Nwy Mos StP War -Ven Vie Tri Bud +Sev

(15) Even *

TUR: Ank Con Smy Gre Bul Rum -Nap -Sev Ser

(7) Tear 2**

* If A VEN retreats otb, may BUILD 1.

** If A SEV retreats otb, must TEAR 1.

Due next time are votes on another E/G Draw, retreats, builds/tears and orders for Spring 1914.

EMBASSY BEAT

BERLIN: It is with much regret that Germany must counter the movement of English forces toward the Fatherland with aggressive countermoves and possible loss of hard earned gains in the north and south. We still intend to crush the evil forces of the Islamic hordes of Turkey although it may now take a little longer.

TURKEY-LONDON: Like Butthead might say, "Like, you should try to stab him and stuff and like get lots of dots and get chicks and stuff and that would be cool."

TURKEY-World: Please pay no attention to the idiot above--he's brain damaged.

BOLDHOME

FALL 1913 Action

PRB sells 500 pounds, 500 marke, and 500 piasters (\$2250+785+770+605 = \$4410).

	USA	ENG	GER	TUR
SPR 13:	1.00	1.57	1.54	1.21
FAL 13:	1.00	1.52	1.49	1.16

	USA	ENG	GER	TUR	Value
PRB	4410	3150	1200	2500	\$13886.00
RVE	52	2500	4750	350	\$11335.50
CLOWNS	57	3200	1250	0	\$06763.50
TPB	31	700	1500	1600	\$04888.00
RTE	0	1000	500	1750	\$04295.00
Par	0	1000	1000	1000	\$04170.00

Legend: CLOWNS = Contential Liabilities of Worthy Nations Securities, PRB = Peoples' Revolutionary Bank, RVE = RV Exchange, TPB = Tundra Peat Bank



RIOTS IN FRANCE!!

Turks Routed!

1X

Fall 1905

1995X

CLEARWINE: The three lesser Powers continue their slide into oblivion. Austria continues to be the dominant Power and has decided the time has come to stick it to those upstart Hohenzollerns. The Italian jackal continues to grow sleek and fat from the morsels too distant for the Austrian clutch. Britain looks forced into an alliance with her German cousins. Formation of the Gibraltar and Scandinavian stalemate lines should be the West's first order of business.

TROOP MOVEMENTS

Turkish A ANK retreated to ARM.

AUS (K. Wilson): F Con-Aeg, A Gal-Sil, A Boh-Mun, A Rum S A Sev, [A Sev S A Rum], A Bul-Ser, [F Lyc S ITA F Wes-Spa(nc)][nso], A Vie H(u).

ENG (Zodda): F Mid-Por, [F Iri-Mid], A Wal H, F Lon S F Nth-Eng, [F Bel-Pic], F Nth-Eng, F StP(nc)-Bar;

FRA (Gerham): NMRI A Pic H(u), F Bre H(u).

GER (J. Shacklett): F Bot-StP(nc), F Swe-Den, [A Mun-Tri](r-???), [A Par S ENG F Mid-Bre][nso], A War H, A Sil-Boh;

ITA (R. Fisher): [A Smy-Arm], F Ank H, [F Wes-Mid], [A Oss S ENG F Mid-Bre][nso], A Mar H, A Tri S AUS A Boh-Mun;

RUS (Meinick): A Mos S A War, [A War S A Mos][nou], A Ukr H(u);

TUR (Deb Osborne): [A Arm-Sev] throwing a party along the way.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit; nso = unit not so ordered; nsp = no such place; nau = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered. German A MUN must retreat otb or to BER, BUR, KIE or RUH.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gre Ser Bul Con Rum Sev +Mun

(10) Build 1

ENG: Edi Lon Lpl Nwy Bel Por -StP

(6) Tear 1

FRA: Bre -Mar -Par

(1) Tear 1

GER: Ber Kie -Mun Hol Den Swe +Par +StP +War

(8) Build 2 *

ITA: Nap Rom Ven Tun Smy Spa +Ank +Mar

(8) Build 2

RUS: Mos -War

(4) Tear 1

TUR: -Ank

(0) Tear 1. OUT

Due next time are retreats, builds/tears, and orders for Spring 1906. Thank go out to Debbie for both playing it out under discouraging circumstances and for writing some excellent press. Keep it coming in from your "Exile in India".

EMBASSY BEAT

ROME: Foreign Minister Fisher has been sent to Vienna to discuss a proposal to end hostilities on the Continent, co-ordinate Italian and Austrian co-operation and indulge in fine Austrian pastries.

A to I: CON - AEG clears you a path.

A to G/E: The sides are set. Engage.

CLASSIFIEDS

A Mos - Pray!



GERMANY BALLOONS!! TSAR STYMIED!

**Fall 1981****1996G**

MINAS MORGUL: Both the Kaiser and the Tsar need to tread softly in the coming year—but for very different reasons. The former has grown conspicuously strong and is now the object of nervous speculation amongst his neighbors perhaps enough to catalyze an otherwise unlikely alliance. The latter has grown weaker in relation to his neighbors and may become a target of a hostile takeover. The latter already has two declared enemies in Austria and Turkey. The English army is adjacent to STP and Germany will surely find further expansion eastward easier than breaching the forward French defences. Italy may well prove the key to Russia's fate as he is already in Austrian territory.

TROOP MOVEMENTS

AUS (J. Shacklett): F Tri H, A Vie-Gal, [A Ser-Ru

ENG (Fisher): A Edi-Nwy, F Nrg C A Edi-Nwy, F Nth S GERA Ruh-Bel;

FRA (Carbonneau): A Mar-Spa, [A Bur-Bel], F Mid-Par;

GER (Boylum): A Kie-Hol, A Ruh-Bel, [F Den-Swe

ITA (Zoddia): A Rom-Ven, A Trl S A Rom-Ven, F Ian-Tun;

RUS (Anderson): [A Ukr-Rum], [A War-Ukr], F Ser S A Ukr-Rum, [F Bot-Swe];

TUR (Ounar): A Bul S AUS A Ser-Rum, A Con-Smy, F Ank-Bla.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; neu = unit not so ordered; nsp = no such place; neu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

AUS: Bud Tri Vie +Ser	(4) Build 1
ENG: Edi Lon Lpl +Nwy	(4) Build 1
FRA: Bre Mar Par +Por +Spa	(5) Build 2
GER: Ber Kie Mun +Bel +Den +Hol	(6) Build 3
ITA: Nap Rom Ven +Tun	(4) Build 1
RUS: Mos Ser StP War	(4) Even
TUR: Ank Con Smy +Bul	(4) Build 1

Due next time are orders for Winter 1981/02.

EMBASSY BEAT

OSLO: First Sea Lord, Sir Ronald Fisher, received a courtly welcome from the King of Norway and in turn invited the King aboard the British dreadnought for a tour of the fjords conducted by Slartibartfaast of Magrathea, their designer. Sir Ronald was impressed by the magnificent glaciers, the King was impressed that the ship did not run into anything and both credited their host, Slartibartfaast, a likable old chap, though he does tend to go on a bit. Off on a tangent, talking and talking, oh its quite interesting and informative but he just keeps talking and ... what? Oh, ... sorry.

PARIS hopes that the minor cause for concern on Germany's part have been put to rest and mutual cooperation can again proceed between our countries.

RUSSIA-TURKEY: As long as no one claims BLA, I am a peaceful man. I will take a piece of Austria first.

BORIS WORLD PRESS REVIEW

Paris Herald: Government sources report that French armed forces in BUR and MAR were alerted because of distrust with the Italian King

CLASSIFIEDS

Public opinion favors English tea, French wine and German beer to Italian wine, vodka, and other Eastern spirits.



MAGIC REALM
Bennie Battered!
Razi Dead!
EVENING 9 / DAY 10



THE CAST:

Dave Anderson:	Bennie the Berserker
John Butitta:	Willie the Pilgrim
Marcel Carboneau:	Amber Rose the Amazon
Don Chinnery:	Razi the (optional) Wizard
Dan Farrow:	Simplomo the Sorceror (aka Misty)
Dan Osborne:	Smaug of the Dark Helmet, a Black Knight
Debbie Osborne:	Thorn of the Grotto, an Amazon

ERRATA: Simplomo is at CV4. The map drawn for Day 6 missed the connection between Cavern 1 & Cavern 3.

EVENING 9

AT THE INN: The brawl begins.

Round 1: Raoul (R5) lures Peter (PHQ), Roger (R6) lures Paul (P1), and Ralph (R7) lures Perry (P2). Peter thrusts M4* while his horse dodges 7. Raoul swings M3* while dodging 4 and Bennie thrust H4*. Bennie kills Pete's horse. Peter misses, and Raoul bifurcates Peter's best liver so that the Mist of Death overtakes him. The Patrol treasures are abandoned. Meanwhile Paul swings L4* while his horse ducks 7. Roger swings M3 and dodges 5. Roger kills Paul's horse seconds before being truncated at the navel. Perry thrusts L4* while his horse ducks 6. Ralph, thrusting M7* charging 5, kills the horse while Perry sends Ralph into the arms of the Destroyer of All Delights.

Round 2: Bennie lures Paul and Raoul lures Perry. Bennie targets Paul, swinging H5 and ducking H4**. Paul smashes M4*/ducks 4, damaging Bennie's helmet. Perry swings M5*/dodges 3 and Raoul swings M3*/dodges 4. Perry too takes the Big Sleep. Bennie fatigues a MOVE T6* chit and wounds a MOVE H6 chit.

Round 3: Raoul lures Paul. Paul swings L4*/dodges 3, but Raoul's swing 3*/4 is faster and slays him ere Bennie can heft his alerted axe (thrust H4). Bennie gets 6N and 6G, but loses 4N for getting Ralph and Roger killed.

AT THE SMALL CAMPFIRE: It ain't pretty. The Bashkars evidently snuffed out Razi's hiding place from whatever he's smoking. Six raiders swiftly descend upon him with cries of "Infidel! Unclean!" Razi hastily casts "Fiery Blast" with his MAGIC IV3* and PURPLE 4 in swing while dodging M4. The ponies come thundering in: Bart's and Barry's charging. Bob's & Beowulf's dodging, and Bruno's and Bozo's ducking. All but Bob's are fried by the blast. Meanwhile Bart (BHQ) swings L4*, Bob (B1), Barry (B3), and Beowulf (B4) smash L3*, M3*, & L2* respectively, and Bruno (B2) and Bozo (B5) thrust L3* and L2* respectively. None miss. Razi takes five medium and one heavy damage hits and is sliced and diced.

AT CV4: Willie sits by his campfire contemplating the Universe, his personal fate and the lines of force around the Realm. Suddenly he sits up straight - a great realisation has just arrived that events have conjoined and twisted to align the forces of nature with Willie's personal future in mind. Willie smiles, allows his brain to cool slightly and promptly falls into a deep sleep.

DAY 10

Bennie @ Inn: S(Locate 5.4 - nothing), S(Locate 3.2 = passages), S(Locate 5.4 - nothing), S(Locate 5.1 - nothing), R(MOVE H6).

Thorn @ C13: H(5.4 - y), M C12, M C11. Reveal Stink C. Pool 6. A Troll appears at C11.

Smaug @ C4: H(4.2 - y), M C6. The T troll moves to C6.

Amber Rose @ Cr5: H(4.4 - y), M Cr3, M Cr3, M Cr5, M Cr6. Reveals Dank M. Lost Castle 1, Cairns 5. Flutter 2, Patter 2, Patter 5, Roar 6. The T giant moves to Cr6.

Willie @ CV4: M B11--blocked by H dragon. Reveal SMOKE C. HOARD 6.

Simplomo @ CV4: H, H, R, SPX, SP(MAGIC IV 4 to PURPLE).

COMBAT: Willie will use his T-clobber to kill the H dragon. Amber Rose could fight the T giant (but couldn't win). Smaug could take on the T troll with a similar outcome.

Due next time are orders for Evening 10 and Day 11.

DEAD PILE: The Patrol, Ralph and Roger, Ponies BHQ & B2-B5.

---continued on p 18



BRITANNIA

Turns 1 & 2
43-110 AD



The Board:

ROMANS: 2A & F @ Bernicia, Cheshire, Kent, March, & N Mercia; 1A & F @ Hwicce, Suffolk, & York; F @ Avalon, Downlands, Essex, S Mercia, Sussex, & Wessex.
BELGAE: 2A @ Lindsey; 1A @ Norfolk
WELSH: 2A @ Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, & Gwynedd.
BRIGANTES: 1A @ Cumbria, Galloway, Lothian, Pennines, Strathclyde.
PICTS: 1A @ Alban, Dalriada, Dunedin, Mar, Moray, & Skye.
CALEDONIANS: 1A @ Caithness, Hebrides & Orkneys.

Turn 1 (cont.)

BELGAE: Grow 1.5 pp. Hold.
WELSH: Grow 4.5 pp. Add 1A @ Devon, 1A Powys-Gwent, 1A Gwent-Devon, 2A Devon-Wessex (4:2:2; 5:5:2 -1F, +1 VP).
BRIGANTES: Grow 4 pp. Add 1A @ Pennines, 1A Cumbria-Galloway, 1A Lothian-Strathclyde.
PICTS: Grow 4 pp. Add 1A @ Skye. Hold.
CALEDONIANS: Grow 1.5. Hold.

Turn 2

ROMANS: 1A Cheshire-Cumbria (+F), 1A N Mercia-Lothian (+F), 2A Bernicia-Strathclyde (Brigae submit, r-Lothian); 1A York-Dunedin (5:1 -1 Pict +F), 2A Kent-Wessex (3:2:6:6 -2 Romans, +2 VP), 1A Hwicce-Cheshire, 1A Suffolk-Norfolk, 1A N Mercia-Norfolk (2:1:1 Belgae r-Lindsey, +F), 1A Cheshire-York, 1A March-Bernicia.

Score: Purple 24, Red 3, Blue 2, Green 3.

The Board:

ROMANS: 3A & F @ Lothian; 2A & F @ Norfolk; 1A & F @ Bernicia, Cheshire, Cumbria, Dunedin, & York; F @ Avalon, Downlands, Essex, Hwicce, Kent, March, N Mercia, S Mercia, Suffolk, Sussex.
BELGAE (1.5): 3A @ Lindsey.
WELSH (1.5): 2A @ Wessex; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, & Powys.
BRIGANTES (1): 2A @ Galloway, Pennines, Strathclyde.
PICTS (1): 2A @ Skye, 1A @ Alban, Dalriada, Mar, & Moray.
CALEDONIANS (1.5): 1A @ Caithness, Hebrides & Orkneys.

Red-Purple: Pardon me sir. Let me get out of your way and please drive your Mac truck safely through the mountains.

Due next time are orders for the rest of Turn 2 and the Roman Turn 3.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???.

CELTICRED

Turn 6 (335-410 AD). (After Saxon 1st Wave)

The Board:

ROMANO-BRITISH: 3A @ York; 2A @ Alban, Mar; 1A @ Pennines.
WELSH (2.5): 2A @ Gwent, Powys
BRIGANTES (0.5): 3A @ Strathclyde; 2A @ Galloway; 1A @ Clywd, Cumbria.
PICTS (1.5): 3A @ Moray; 1A @ Caithness, Orkneys.
IRISH (0): 1A Cornwall, Devon, Dyfed
SCOTS: 2A @ Skye; 1A @ Hebrides.
JUTES: 2A @ Kent, 1A Sussex
SAXONS: 3A, L @ Downlands; 2A @ Essex, S Mercia; 1A @ Hwicce, Norfolk, Suffolk, Sussex.
ANGLES: 4R & 3A @ Fristan.

Score: Purple 51, Blue 27, Red 22, Green 12.

VENGEANCE IS MINE

ORs 6.1-6.2



PLAYER HOLDINGS:

Chuck Hanna:	6-B&O(P), 2-NYC, \$45 (Priority Card)
Michael Quist:	6-C&O(P) & 1-B&O, D&H: \$60
Wayne Morrison:	6-PRR(P), 2-C&O & 1-B&O: \$26
Don Chinnery:	5-NYC(P), 2-PRR, & 1-B&O: \$5
John Butitta:	6-CPR(P) & 1-C&O: \$89
Paul Zieske:	6-B&M(P), 2-PRR, 1-B&O, 1-C&O & 1-CPR: \$14

Operating Round #6.1

Private Company Dividends: \$5 - NYC, \$10 - CPR, \$15 - Quist, \$25 - B&O

NYC - Upgrade G19 w/tile #54(ew) for \$80 and place token in H18(ne) for \$100, run trains - H18-G19-O17-E19 for \$140 & F22-F24-E23 for \$90, payout \$23/share dividends! +\$46 Hanna, +\$115 Chinnery & +\$69 NYC. Stock moves to D 110, treasury = (\$221+\$80-\$100+\$69) = \$115

B&O - Lay tile #9 in H6(w), run train - H15-H16-H18 for \$120, payout \$12/share dividends! +\$72 Hanna, +\$12 Quist, +\$12 Morrison, +\$12 Chinnery & +\$12 Zieske, stock moves to E 100, treasury = \$540

PRR - Upgrade H6 w/tile #23(w), run trains - H15-H16-H18 for \$120 & H10-H12-I15 for \$80, payout \$20/share dividends! +\$120 Morrison, +\$40 Chinnery & +\$40 Zieske, stock moves to E 100b, purchase 1-4* train for \$300, treasury = (\$420-\$300) = \$120

B&M - Upgrade D18 w/tile #25(ew), run train - E19-G17-O19 for \$100, payout \$10/share dividends! +\$60 Zieske & +\$10 B&M, stock moves to B 100, no train purchase, treasury = (\$485+\$25+\$10) = \$520

C&O - Buy the D&H from Quist for \$140, Upgrade F4 w/tile #14(ew), run train - H15-H10-G7-F6 for \$110, withhold \$110 - stock falls to B 82, purchase 1-5* train for \$450, treasury = (\$850-\$140-\$110-\$450) = \$40

Brown tiles available, private companies are dissolved, 3 OR's next time, etc., etc. PRR must give up one train (GM assumes it to be 1-3* train) to the Bank Poo

CPR - Lay tile #8 in B18(w) for \$80, run train - A19-B20-E19 for \$80, payout \$8/share dividends! +\$48 Butitta & +\$8 Zieske, stock moves to C 90, treasury = (\$450+\$10-\$80) = \$380

Operating Round #6.2

NYC - Upgrade H18 w/tile #66(ew), run trains - H18-G19-G17-E19 for \$150 & F22-F24-E23 for \$90, payout \$24/share dividends! +\$48 Hanna, +\$120 Chinnery & +\$72 NYC. Stock moves to D 120, treasury = (\$115+\$72) = \$187

B&O - Upgrade H17 w/tile #29(w), run train - H15-H16-H18 for \$130, payout \$13/share dividends! +\$78 Hanna, +\$18 Quist, +\$13 Morrison, +\$13 Chinnery & +\$13 Zieske, stock moves to D 110, purchase 1-5* train for \$450, treasury = (\$540-\$450) = \$90

PRR - Lay tile #57 in H4(w) (note #27 is unavailable), run trains - H15-H16-H18 for \$130 & H4-H10-H12-I15 for \$100, payout \$23/share dividends! +\$138 Morrison, +\$46 Chinnery & +\$46 Zieske, stock moves to D 110b, treasury = \$120

B&M - Upgrade G19 w/tile #62(ew), run train - E19-G17-O19 for \$120, payout \$12/share dividends! +\$72 Zieske & +\$12 B&M, stock moves to B 112, no train purchase, treasury = (\$520+\$12) = \$532

CPR - Lay tile #57 in B16(e), run train - B16-A19-B20-E19 for \$100, payout \$10/share dividends! +\$60 Butitta & +\$10 Zieske, stock moves to C 100, treasury = \$380

C&O - Lay tile #7 in G8(nw), run trains - H15-H10-G7-F6 for \$110 & F6-F4-F2 for \$130, payout \$24/share dividends! +\$144 Quist, +\$48 Morrison, +\$48 Butitta & +\$24 Zieske, stock moves to B 90, treasury = \$40

PLAYER HOLDINGS:

Chuck Hanna:	6-B&O(P), 2-NYC, \$289 (Priority Card)
Michael Quist:	6-C&O(P) & 1-B&O, \$384

Wayne Morrison: 6-PRR(P), 2-C&O & 1-B&O: \$35

Don Chinnery: 5-NYC(P), 2-PRR, & 1-B&O, 6351

John Butitta: 6-CPR(P) & 1-C&O, s221

Paul Zieske: 6-B&M(P), 2-PRR, 1-B&O, 1-C&O & 1-CPR; \$299

COMPANY STATUS

Name	Trains	Value	Pool	I.O.	Par	Treas	Tokens
NYC	1-3" & 1-4"	D 120	3	---	---	\$221	1
B&M	1-3"	B 112	1	3	\$100	\$582	0
B&O	1-3" & 1-5"	D 110a	0	---	---	\$90	0
PRR	1-3" & 1-4"	D 110b	0	---	---	\$120	2
CPR	1-4"	C 100	0	9	\$90	\$380	0
C&O	1-4" & 1-5"	B 90	0	---	---	\$40	0

Trains Available: 3, 5, 66, 888888

Titles Available

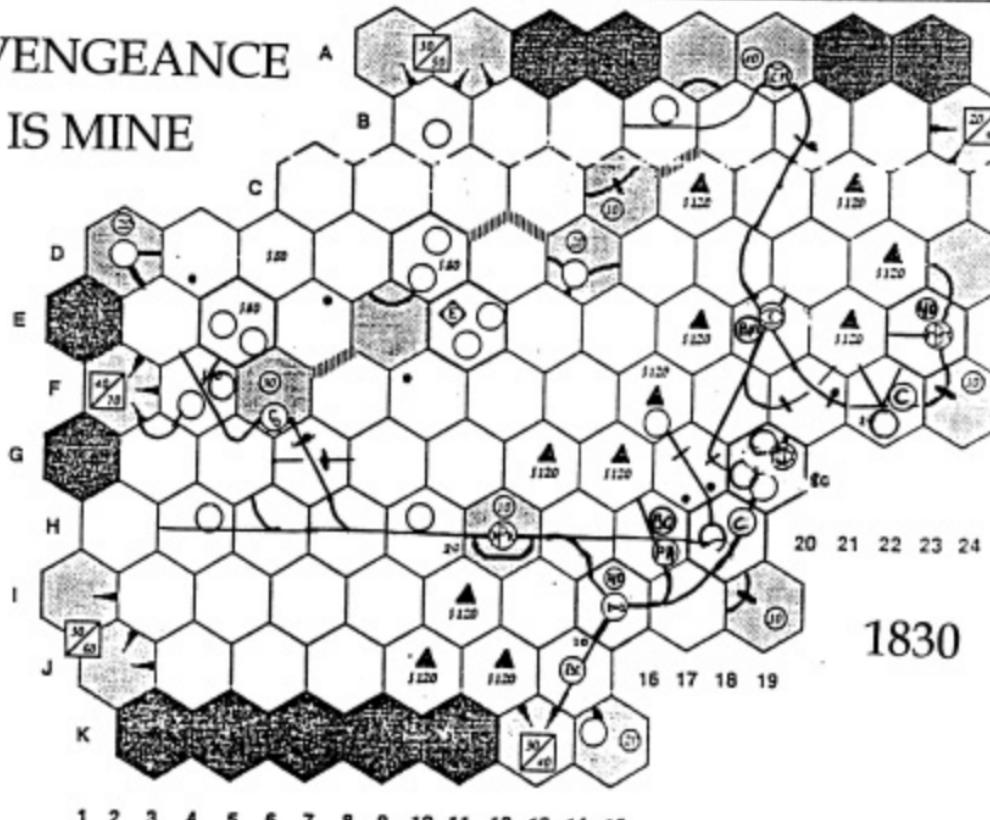
Yellow: 1(1), 3(2), 4(2), 7(2), 8(8), 9(6), 57(0), 58(1), 69(1)

Green: 14(0), 15(1), 16(1), 18(1), 19(1), 20(1), 23(0), 24(3), 25(0), 26(1), 27(0), 28(1), 29(0), 59(2)

Brown: 59(1), 40(1), 41(2), 42(2), 43(2), 44(1), 45(2), 46(2), 47(1), 61(2), 63(4), 64(1), 65(1), 67(1), 68(1), 70(1)

DUE NEXT: Orders due for next time will be for Stock Round #7, please provide general intentions with your stock orders. Orders are due to Mark on 1 May 96.

VENGEANCE IS MINE



Phase Change!!
OL Floats!

Achtung! SX has 4+4-train. WT a 3+3-train. BY station is in J6N not J4N.

Spielerstichung: (Aktienlimit = 9, @ = at limit, # = pair of 0.5 PR)

Farrow	211M, 6 BY(Dir), 4 MS* (Dir)
Butitta	202M, 6 SX(Dir), 1 WT
Freuh	793M, 10* BA(Dir), 2 PR *
Chinnery	518M, Hann. 2 SX, 4 PR # (Dir)
Tsuk	206M, #6, 9* WT(Dir), 2* MS
R. Fisher	508M, 4 BY, 2 SX, 1 HE, 1 MS, 0.5 PR @
Zieske	429M, PB, #4, 9* HE(Dir), 1 PR @ <der Zug>

Gesellschaftsstichung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
#4	0	0	50	-	-	G5
#6	0	0	78	-	-	C11N
BY	B210	0	0	15	4	O15,L14N,J8,J4N,(1)
PR	D154	0	0	1128	---	E19,H2,F14
SX	D138	0	0	103	3+4	H18,H20,C11E
BA	E96	0	0	315	33,3+	L6(SW),H2
HE	C92a	0	0	395	3+4	J8,13
WT	C92b	0	0	399	3+4	M9,(1)
MS	E72	0	3	479	3	C13,E19

Betriebsrunde 9.2:

Zieske converts #4 to PR. Tsuk converts #6 to PR. Privates pay Zieske (+15M) and Chinnery (+30M).

BY: No tile lay. Run J6N-J6S-J8-L14 (130M). Pay (DF +78M, RF +52M). Price soars to B234.
PR: No tile lay. No train so no run; price dips to D138b. Buy two 5-trains (1252M-100 = 252M).

PHASE CHANGE. All privates are closed. Train limit now two (3 for PR); BA turns in a 3-train to the Bank. Three ORs between SRs beginning in OR 10. Brown tiles are available

SX: Lay #63 in H16(se). Run B16-B14-B12-C11E-E19-E21-H20-H22 (200M) & E19-H16-H20 (120M). Pay (JB +192M, DC +84M, RF +64M); price rises to D154.
BA: Lay #41 in K7(ne). Run J8-I3-H2-I1-K3 (130M), H2-G3-G5 (100M), and H2-I3-J6N (110M). Pay dividends (MMF +230M); stock goes to E104.
HE: Lay #217 in J6(e). Run L14N-J8-J4-I1-K3 (140M) & H2-I3-J6-J8 (180M). Pay (PZ +270M, RF +30M). Price goes to C100.
WT: Lay #13 in M9(sw). Run M9-L8 (40M) & M9-N12-O15-L14S (120M). Pay (MT +144M, JB +16M); price goes to C100b.
MS: Lay #218 in L14(rw). Run H16-E19-C21 (120M). Pay dividend (DF +48M, MT +36M, RF +12M). Price returns to E80.

Aktienrunde 10:

Zieske buys 1 MS (714M-80 = 634M), @
Farrow buys 1 MS (337M-80 = 257M).
Butitta & Freuh pass. Chinnery buys 1 OL Direktorschiff (610M-160 = 450M), @
Tsuk nationalizes 1 WT from Butitta (388M-150 = 238M), @
Fisher & Zieske pass. Farrow buys 1 MS (257M-80 = 177M). MS sold out! @
Butitta & Freuh pass.
Chinnery sells 2 SX and buys 2 OL (450M+308-160 = 598M). SX drops to E140.
Tsuk passes.
Fisher sells 0.5 PR and buys 1 SX (666M+80-140 = 595M). PR drops to E128. @
Zieske passes.
Farrow sells 1 BY and nationalizes 2 MS from Tsuk (177M+234-240 = 171M). BY drops to C212.
Butitta & Freuh pass. Chinnery buys 2 OL (598M-160 = 438M). OL float! @
Tsuk buys 1 BY (236M+240-212 = 264M). BY sold out! @
Fisher & Zieske pass. Farrow buys 1 SX (171M-140 = 31M). SX sold out! @
All pass.

BY, SX, BA, HE, WT, & MS are sold out and no rise to B234, D154, D112, B108a, B108b, & D84 respectively. Due next time are your orders for Betriebsrunde 10.1-2 (OR 10.1-2). Butitta has *der Zug*.

Spielerstichung: (Aktienlimit = 9, @ = at limit, # = pair of 0.5 PR)

Farrow	31M, 5 BY(Dir), 8 MS** (Dir), 1 SX @
Butitta	580M, 6 SX(Dir)
Freuh	1023M, 10* BA(Dir), 2 PR @
Chinnery	438M, 5 PR # (Dir), 6** OL (Dir) @
Tsuk	264M, 10* WT(Dir), 0.5 PR, 1 BY
R. Fisher	595M, 4 BY, 3 SX, 1 HE, 1 MS @
Zieske	634M, 9* HE(Dir), 2 PR, 1 MS <der Zug>

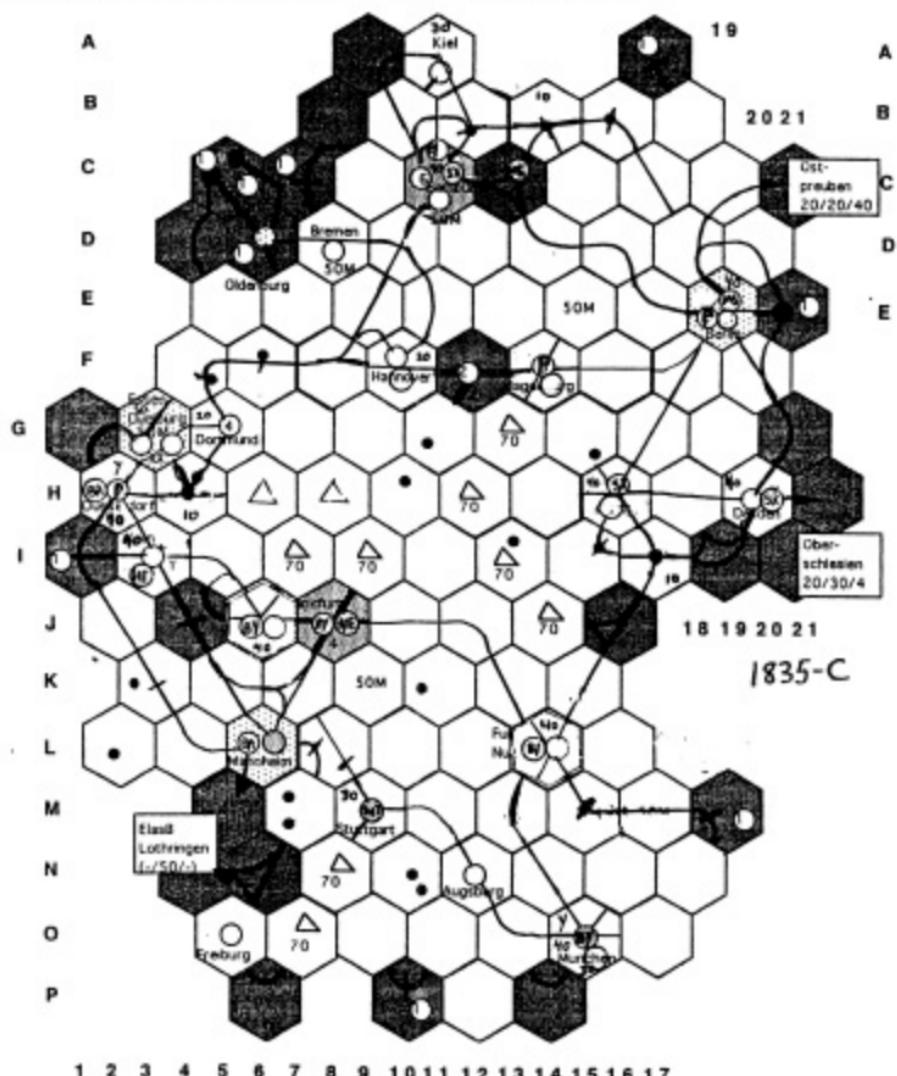
Gesellschaftsstellung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
BY	B234	0	0	15	4	O10,L14N,J8,J4N,(1)
SX	D154	0	0	103	3,4+	H18,H20,C11E
PR	E126	0,5	0	252	55	E19,H2,F14,G5,C11N(2)
BA	D112	0	0	315	33,3+	L6(SW),H2
HE	B108a	0	0	395	3+,4	J8,13
WT	B108b	0	0	399	3+,4	M9,(1)
MS	D84	0	0	719	3	C13,E19
OL	E80	0	4	480	--	(2)

Verfügbare Züge: 3,5+,66,6+6+6+6+.

The Train has 5777M.

Verfügbare Gleiseichen: #1(1), #2(0), #3(0), #4(1), #5(3), #6(3), #7(8), #8(5), #9(2), #12(0), #13(1), #14(1), #15(1), #16(2), #18(1), #19(1), #20(2), #23(1), #24(1), #25(3), #26(0), #27(2), #28(1), #29(1), #39(1), #40(1), #41(1), #42(2), #43(1), #44(2), #45(2), #46(2), #47(2), #55(1), #56(1), #57(0), #58(2), #63(2), #68(2), #70(1), #87(0), #88(2), #203(2), #204(0), #205(1), #206(1), #208(0), #216(4), #217(1), #218(1), #219(2), #220(1), #221(1).





MERCHANT OF VENUS



Turns 21.3-23.3

The Cast:	Role	Race	Ship	This Time	Next
Richard Weiss:	H.E.A.D.	Gossuth	Tr	6.2.1/6.4.3/6.5.5	6.4.2/5.3.3
Don Chinnery:	Gizmo	Beepocep	Sc/Mr	5.5.2/5.1	5.1/3.1/5.5
Bill Wordelmann:	W.D.M.	Dell	C1	5.5.2.2/6.2.2.2	5.5.5/4.5.3.3.1
Mike Quist:	Little Fuzzy	Nik	Sc	6.2.1/4.2.1	3.2.1/4.1.1
Debbie Osborne:	Equina	Whynom	Tr	6.3.3/6.5.2	6.2.2/2.1.1
Chris Hassler:	Y.U.C.H.	Human	C1	5.3.1.1/4.3.1.1	5.3.1.1/5.5.3.2

URNS 21.2-23.2:

H.E.A.D.: (6,2,1) <Cobble Port(p)>-R-(Y)-B-R-B-(Y)-B-R-B-R-OP. Buy factory, Guard Plant, 1 Bionic Perfume (+\$100-60+30-80).
 Gizmo: (5,5,2) <Interstellar Biosphere>-B-(Y)-(R)-Bypass(p). Sell Finest Dust with demand (draw Canned Traits & Space Spice), buy freighter & 4 Chicle Liquor (+\$50+50+10-300+30+33-160+16).
 W.D.M.: (5,5,2,2) <Cobbleport>-R-B-R-B-Y-B-R-Galactic Base. Stop and pick up Fare to 2. Little Fuzzy: (6,2,1) <Y>-B-R-OB(n)-B-R-Open Port. Stop. Sell Sculptures (draw Mulch Wine) then buy 1 Bionic Perfume (+\$250-40).
 Equina: (6,3,3) <Ice Station(s)>-Ice Station(p). Sell 1 Dust (draw Mulch Wine) buy 1 Pelt (+\$50+5-550+5).

Y.U.C.H.: (5,3,1,1) <Poisonport(p)>-R-TG6-TG5-Terror Station(p). Sell ServoMechanisms and Pedigreed Bolts (draw Demand for Wine @ 5 <+\$40> & Fare 10-Base+\$150) then buy Titan's Tower and one Megalithic Paperweight (\$300+30+200+20-200+20-90+9).
 H.E.A.D.: (6,4,3) <Open Port>-B-(Y)-OB-R-(Y)-R-NC4-Multigeneration Ship. Sell Guard Plant (draw Rock Videos), buy Mulch Wine (+\$140-20).

Gizmo: (5,1) <Bypass(p)>-(R)-B-(Y)-(R)-B10-(+10)-(R)-B-Rainfall(p). Sell four Chicle Liquor with demand (draw Rock Video, Space Spice, Demand for Dust @ 5 <+\$50>, Chicle Liquor, Demand for Liquor @ 8 <+\$80>) and buy four Impossible Furniture (+\$360+60-440; Little Fuzzy gets \$42+44 in kickbacks).

W.D.M.: (6,3,3,2) <Galactic Base>-Y-B-R-B-Y-R-Bypass-R-B-Y-R10-B10-R-Y-B-R-B-Y-B-R-Desolation Landing. Drop off fare (draw Demand for Dust @ 5 <+\$50>), then buy 1 Space Spice (+\$180-30; \$16+3 kickback to Equina).

Little Fuzzy: (4,2,1) <Open Port>-Y-OB-R-Y-NC4-Multi-Gen Ship. Sell Perfume (draw Fare 9a-Base <+\$180>), buy 1 Wine (+\$140-20).

Equina: (6,5,2) <Ice Station(p)>-A-R-(Y)-B-R-(Y)-A-OB-B-OB-Jewel Port(s). Deliver Fare (draw Vell Silk), buy 1 Designer Genes (+\$110-60).

Y.U.C.H.: (4,3,1,1) <Terror Station(p)>-R20-Y-B-R-B-Y-B-R. (-42c)

H.E.A.D.: (6,5,5) <Multigeneration Ship>-R20-NC5-R-(Y)-R-Space Station-R20-NC5-B-R-B-(Y)-B-R-B-(Y)-Moong(p). Sell Bionic Perfume & Mulch Wine, draw Demand for Spice @ 4b <+\$40> & Mulch Wine, buy Red Drive, 2 Videos, and Minion (+\$140+60-240-200; YUCH gets \$14+6+6+24+20 in kickbacks).

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Due next time are three orders from Gizmo and two orders from everyone else. Your rolls are above. Triangles are ships, hexagons are factories.

CULTURE SUMMARY

- 1a: Giant Planet. Bionic Perfume(0), port(3).
- 1b: Water World. Vell Silk(4), port(1). Canned Traits. Fare to 10.
- 2: Desert World. Space Spice(3), port.
- 3: Multigeneration Ship. Mulch Wine(2), port, factory, demand for Spice (+\$60).
- 4a: Colony World. Finest Dust(1).
- 4b: Inhabited Moon. Rock Videos(4), demand(3) for Spice (+\$40).
- 5: Ice Planet. Melf Pelt(5), demand(2) for Wine (+\$40). Fare to Base (\$140), demand for Dust (+\$50).
- 6: Space Station Planet. Immortal Grease(4), port, factory, demand(2) for Pelt (+\$50).
- 7a: Interstellar Biosphere. Chicle Liquor(2), Custom Hives, demand for Dust (+\$50).
- 7b: Polluted Planet. Servomechanisms(2), demand(3) for Dust (+\$50), demand(3) for Grease (+\$50).
- 8: Rogue Planet. Impossible Furniture(1), port, factory, demand for Liquor (+\$60).
- 9a: Jungle World. Designer Genes(4), port(2), factory, demand(2) for Liquor (\$+60), demand(2) for Grease (+\$50), Fare to Base (\$180).
- 9b: War-Torn System. Megalithic Paperweights(0), port, Fare to 5 (\$110).
- 10: Asteroid System. Psychotic Sculptures(2), port(2), factory.

Equina

Thunderbolt Immortal Greaseslapper II (Tr)
 Hull: Yellow Drive
 Holds: Melf Pelt, Designer Genes
 Cash: \$70
 IOUs: \$100(#6)
 Factories:
 Ports: DL, CP, IS

Horizon Expanding Aphrodisiac Deadheads

Weir II (Tr)
 Hull: Shield
 Holds: Y Drive, R Drive, Videos(2)
 Cash: \$330

Yngvie's Universal Clearing House

Profits Monger II (C1)
 Hull:
 Holds: Megalithic Paperweight
 Cash: \$496
 Deeds: \$1300
 Factories: #4a, #4b, #7a
 Ports: TS, MP, PF, TT

Gizmo

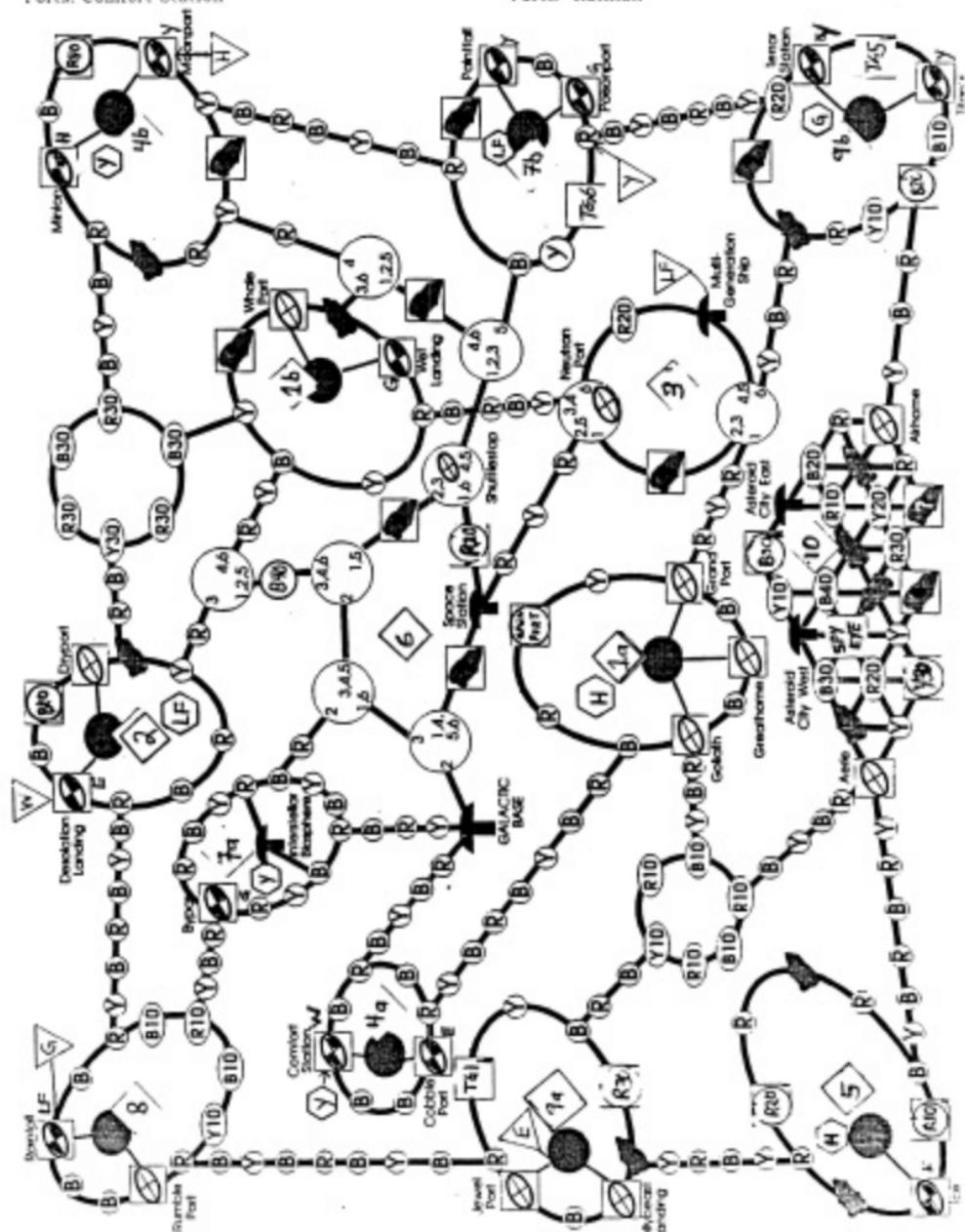
Pacific 4-8-2 (Fr)
 Hull: Jump Start
 Holds: C Drive, Furniture(4)
 Cash: \$83

Deeds: \$200
Factories: #5, #1
Ports: Minion

We're Dell, Men
Firebreathing Ornithopter II (Cl)
Hull: Switch Switch
Hold: R Drive, Y Drive, Spice
Cash: \$580
Deeds: \$200
Factories:
Ports: Comfort Station

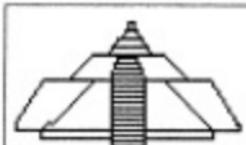
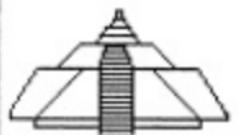
Deeds: 8900
Factories: #9b, #1b
Ports: WL, PP, BP

Little Fuzzy
XT-3 Seeker (Sc)
Hull: Gate Lock. Autopilot. Relic Shield
Holds: Much Wine
Cash: \$527
Deeds: \$400
Factories: #2
Ports: Rainfall



ADV CIVILIZATION

Turns 1-4.3



THE EAST (in AST order):

AFRICA (Nast): 1T @ Tunisia
ILLYRIA (Morrison): 1T @ Germany
CRETE (Carbonnesu): 1T @ Knossus
BABYLONIA (Anderson): 1T @ Parthia

IBERIA (Farrow): 1T @ Lusitania
THRACE (Zleske): 1T @ Scythia
ASSYRIA (Deb Osborne): 1T @ Nalchik
EGYPT (Ringhoffer): 1T @ Upper Egypt

TURN 1

1. TAXATION: n/a
2. POPULATION EXPANSION: All double.
3. CENSUS: All at 2.
4. BOAT BUILDING: None
5. MOVEMENT:
 - AF: NMRI 2T @ Tunisia hold.
 - IB: 1T @ Lusitania-Tarraconensis, 1T Lusitania-Hispania.
 - IL: 1T @ Germany-Pannonia, 1T @ Germany holds.
 - TH: 2T Scythia-Danube.
 - CR: 2T @ Knossus hold.
 - AS: 1T @ Nalchik-Armenia, 1T @ Nalchik-Cappadocia.
 - BA: 2T @ Parthia-Elam.
 - EG: 1T @ Upper Egypt-Buhen, 1T Upper Egypt hold.
- 5-9: N/A
- 10: All advance to 6500 BC

TURN 2

1. TAXATION: n/a
2. POPULATION EXPANSION: All double.
3. CENSUS: All at 4.
4. BOAT BUILDING: None
5. MOVEMENT:
 - AF: NMRI 2T @ Tunisia-Thapsus, 2T @ Tunisia hold.
 - IB: 2T @ Tarraconensis-Aquitania, 2T @ Hispania-New Carthage.
 - IL: 1T @ Germany-Lower Ger, 1T @ Pannonia-Rubicon, rest hold.
 - TH: 2T Danube-Moesia, 2T @ Danube hold.
 - CR: 2T @ Knossus-Phaeostos, 2T @ Knossus hold.
 - AS: 1T @ Armenia-Van, 1T @ Cappadocia-Sinope, rest hold.
 - BA: 2T @ Elam-Nineveh, 2T @ Elam-Babylonia.
 - EG: 1T @ Upper Egypt-Siwa, 1T Buhu-Thebes, rest hold.
- 5-9: N/A
- 10: All advance to 5000 BC.

TURN 3

1. TAXATION: n/a
2. POPULATION EXPANSION: All double.
3. CENSUS: All at 8.
4. BOAT BUILDING: Crete converts 2T @ Knossus to a ship.
5. MOVEMENT:
 - AF: NMRI 1T @ Thapsus-Carthage, 2T @ Tunisia-Cirta, rest hold.
 - IB: 2T @ Aquitania-Belgica, 1T @ Aquitania-Gaul, 1T @ Aquitania-Narbo, 1T @ New Carthage-Iberus, 1T @ New Carthage-Hispania, 1T @ New Carthage-Corduba, 1T @ New Carthage holds.
 - IL: 2T @ Germany, 1T @ Pannonia & Lower Germany hold, 1T @ Pannonia-Rubicon, 1T @ Lower Ger-Belgica, 2T Rubicon-Rome.
 - TH: 2T @ Moesia-Thrace, 2T @ Moesia-Byzantium, 2T @ Danube-Moesia, 2T @ Danube hold.
 - CR: 1S @ Knossos-Phaeostos-Sparta-Corinth-Delphi; 1T @ Knossus-Sparta, 2T @ Phaeostos-Corinth, 2T @ Phaeostos-Delphi.
 - AS: 1T @ Sinope-Ankara, 1T @ Sinope-Kanesh, 1T @ Van-Cilicia, 1T @ Van-Kanesh, 1T @ Cappadocia-Maikop, 1T @ Armenia-Van, rest hold.
 - BA: 2T @ Nineveh-Assyria, 2T @ Nineveh-Carhae, 2T @ Babylonia-Mesopotamia, 2T @ Babylonia-Babylon.
 - EG: 1T @ Upper Egypt-Ptolemais, 1T @ Buhu-Thebes, 1T @ Siwa-Jalo, 1T Siwa-Cyrenica, rest hold.
- 5-9: N/A
- 10: All advance to 4000 BC.

TURN 4:

1. TAXATION: n/a
 2. POPULATION EXPANSION: All double, except Africa at Thapsis & Egypt & Thebes (grow 2).
 3. CENSUS: All at 16 except Crete (12) and Africa & Egypt (15).

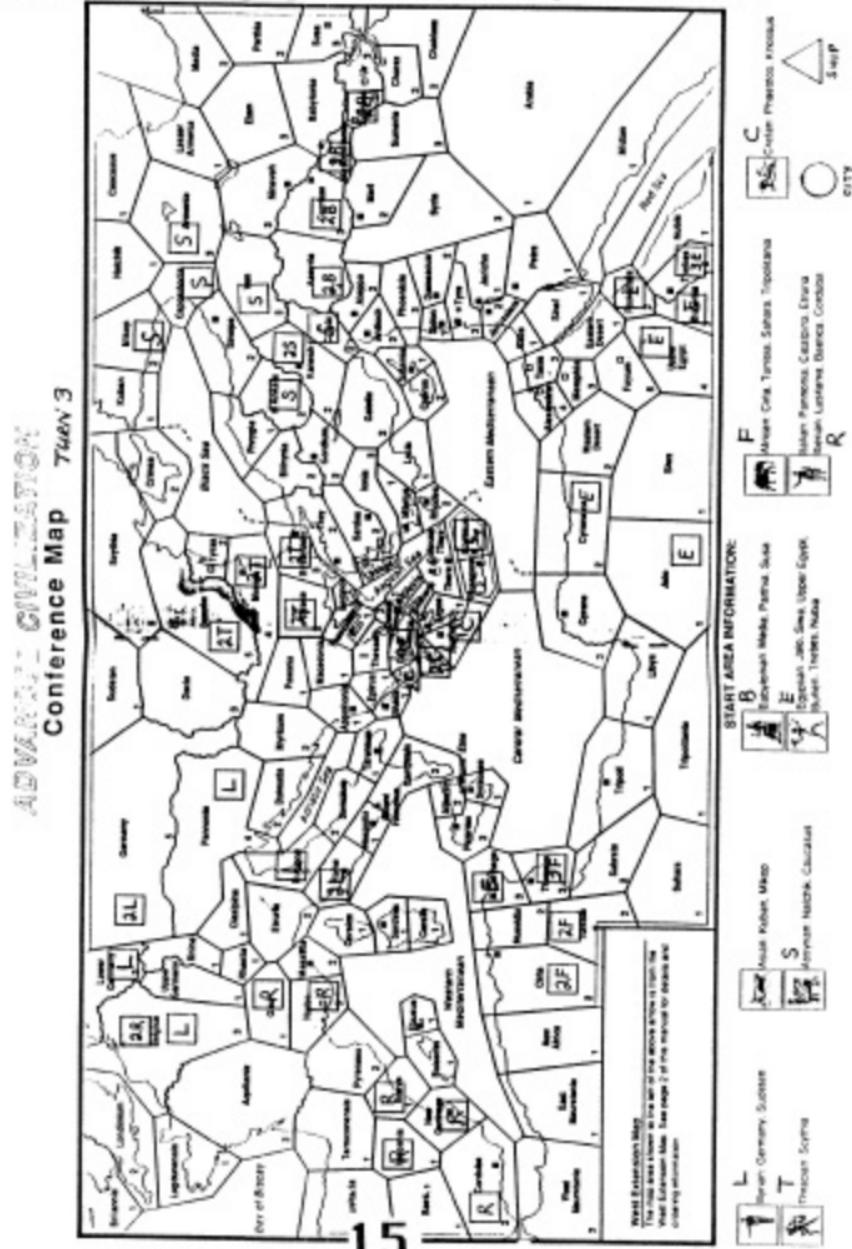
Due next time are orders for Turn 4.4/5.3.

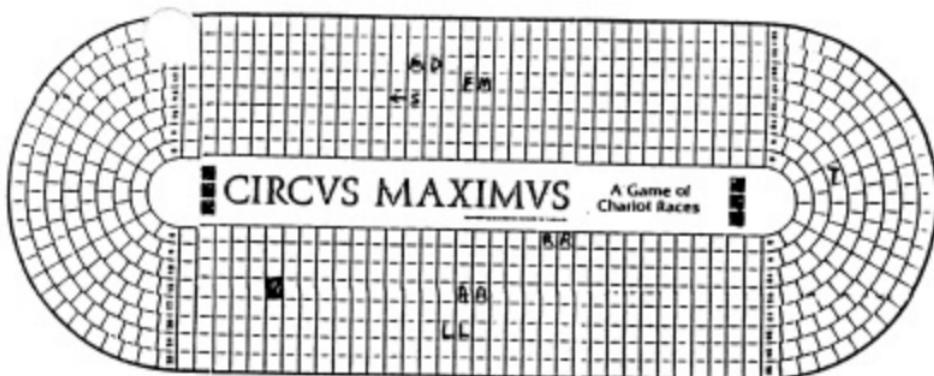
PRESS

Babylonia-Assyria: Maybe you should have been Babylonia so you could have played Souza in Susa!

Babylonia-Iberia: Do you have a sinking feeling

Babylonia-Illyria & Thrace: Who going to win the race to the city sites in the south?





CIRCVS MAXIMVS

A Game of
Chariot Races

MARIA WINS!

OPPS	COLOR	DRIVER (CPM/DN)	CART	WHEELS	TEAM	END	Speed	P/E
2-1	White	Angela Amazonae (0/6)	H	0/0	1442	12	11	2/2
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	02	18	3/2
9-1	Black	Flippus Maximus (+1/4)	H	0/0	243-	02	10	2/1
11-1	Red	Marcia Victoria (0/8)	M	0/0	5436	00	17	3/2
17-1	Green	Maddus Davidus (0/5)	H	0/0	554-	01	14	3/2
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	-232	08	09	2/2
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/2
---	Blue	Quintus (RIP)	Wr	-/-	644-	02	14	2/2

L. Lucius: 12, no whip. Ahead 4, cut 1, ahead 4. Lash attack A. Amazonae; she accepts (11+2 vs 6 -> +5 column, 6 = W). AA loses 1 driver hit box and 5 MP this turn. Critical Hit roll is 9 for no effect. Ahead 1, attack cart-horse: AA brakes (5+2 vs 9; -2 END). Ahead 1.

Sartorius: 18, no whip. Ahead 2, in 1, ahead 12, in 1.

M. Davidus: 14, no whip. Ahead 11, in 1. Attack Sartorius driver lash; S evades (7 vs 10+2, 2 MP used from next turn). Ahead 1.

Team Quintus: 14, ahead 14.

F. Maximus: 10, no whip. Ahead 10. Watch MV cross the finish line and contemplate how come she always gets the money when he does all the dirty work. Reveal to ask for a raise.

A. Amazonae: 11-5, whip (+2 MP -2 END). Ahead 3, attack Randius Rebbus driver lash. RR evades (8 vs 10+2). Ahead 1, attack LL cart-horse. LL (7 vs 8+2) evades. Ahead 1, cut 1 attack again; evades again (6 vs 4+2, total of 2 MP from next turn). Ahead 1.

M. Victoria: 17, can't whip. Ahead 12. Cross finish line while bowing graciously and contemplating how to spend all the money. Ahead 5.

R. Rebbus: 9-2, no whip. Ahead 7.

Due next time are end game statements and orders for Turn 19 (we'll see who places and shows, then cut it off there). These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible.

OPPS	COLOR	DRIVER (CPM/DN)	CART	WHEELS	TEAM	END	Speed	P/E
2-1	White	Angela Amazonae (0/5)	H	0/0	1442	08	11	2/2
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	02	18	3/2
9-1	Black	Flippus Maximus (+1/4)	H	0/0	243-	02	10	2/1
17-1	Green	Maddus Davidus (0/5)	H	0/0	554-	01	14	3/2
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	-232	08	09	2/2
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/2
---	Blue	Quintus (RIP)	Wr	-/-	644-	02	14	2/2

Marcia Victoria pays 11-1. The Frylingi collect 55000 s, the Coronae collect 49500 s, and Chinnerius collects 11000 s.

FASS: From the Diary of Maria Caius:

Screaming "Death to Avon users!", Luscious Lucius attacks Angela Amazonae with a very stiff Maximus Factor mascara brush. "Good grooming is a must in any arena," he stated with a force to be believed or risk being pummeled with the powder puff he always carries in his tunic. LL is truly a force to be reckoned with! Just ask AF.

Screaming in retort, "Loreal, because I'm worth it!" AA uses an even stiffer lash brush than LL. Dodging & ducking the attack, LL evades using his powder puff. Not to be deterred, AA follows LL out with another eyelash attack. Missing the mark again, AA choke in the cloud of powder the attack sets loose.



DUNE

Two Battles!

Turn 1



THE CAST

ATREIDES (R.Fisher): 10S, 1C, 10T @ Arrakeen.

EMPEROR (Osborne): 10S, 1C.

FREMEM (Anderson): 3S, 1C, 5T @ Sietch Tabr, 4T @ False Wall South, 1T @ False Wall West.

GUILD (K. Wilson): 5S, 1C, 5T @ Tuck's Sietch

HARKONNEN (Bryden): 10S, 2C, 10T @ Carthag

IX (Morrison): 20S, 1C

TURN 1

1. The STORM starts at Sector 12.

2. SPICE BLOW: Funeral Plain(6), Minor Erg(8)

3. BIDDING: There are six cards available.

I bids 4, A bids 2, G bids 1; I gets _____ (4S to E).

I bids 4, G bids 1; I gets _____ (4S to E).

P bids 3, G bids 1; P gets _____ (3S to E).

E bids 2, G bids 1; E gets _____ (-2S).

H bids 4, A bids 3, E & G bid 2; H gets _____ & _____ (4S to E).

G bids 2; G gets _____ (2S to E)

4. REVIVAL: None.

5. SHIPMENT: I ships 5T to Polar Sink (10S to G). E ships 3T to Habbanya Ridge Sietch (3S to G). A ships 2T to Arrakeen (2S to C)

6. MOVEMENT: A moves 6T from Arrakeen to Minor Erg(8T). H moves 5T from Carthag to Minor Erg(8T). F moves 1T from False Wall West to Habbanya Ridge Sietch.

7. COMBAT: Fremen (1T) vs Emperor (3T, @) at Habbanya Ridge Sietch. Harkonnen (5T) vs Atreides (6T, @) at Minor Erg(8T).

Due next time are Combat orders and orders for any voluntary actions up to and including Turn 2 Spice Blow.

ATREIDES (R.Fisher): 8S, 1C, 6T @ Arrakeen, 6T @ Minor Erg(8T).

EMPEROR (Osborne): 18S, 2C, 3T @ Habbanya Ridge Sietch.

FREMEM (Anderson): 2S, 2C, 5T @ Sietch Tabr, 4T @ False Wall South, 1T @ Habbanya Ridge Sietch.

GUILD (K. Wilson): 18S, 2C, 5T @ Tuck's Sietch

HARKONNEN (Bryden): 4S, 4C, 7T @ Carthag, 5T @ Minor Erg(8T).

IX (Morrison): 2S, 3C, 5T @ Polar Sink.

LEGEND: * = starred token. (@) = aggressor. A = Atreides. C = card. E = Emperor. F = Fremen. G = Guild. H = Harkonnen. I = IX. KH = Kwitsach Haderach. L = leaders. S = spice. # = sector #. T = token.

Press:

Guild to Boris: Are we going to give this game a nice name?

Boris to Guild: Probably not. I usually only assign names when I have two or more of the same game running.

STELLAR CONQUEST

SIMON WAGSTAFF--Combat orders for Turn 43 and orders for Turn 44.

JAMES T KIRK--Revised House Rules and list of options enclosed. Please vote.

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. Abatis is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There is a giant at Le4 and Cr6. There are two H trolls & the Altar at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool & a T Troll are at Ce6; the octopus is at Cs1. There are two HF dragons at Cr2, a H dragon at BL1, a T dragon at Cl2, and the TF Dragon at the Hoard at BL6. The Small Campfire & the Bashkars are at NW5. Cr5 has a T spider, two H spiders, and the Cairns.

RULES INVOKED:

30.3: Ress must battle Bashkars

34.7/6 & 43.1: "Fiery Blast" affects horses, but not riders.

34.7/6: Raoul kills Peter.

DOWN WITH THE KING

The game will start if we get at least four players. Those interested should vote on:

Rule 38 options (except Short Game)

Short Game

Optional Fugitive Rules

Optional Tables.

LIFTOFF!

LIFTOFF! recreates the drama of the great space effort by giving players the reins of their own space agencies. Players in *LIFTOFF!* attempt to lead their space program in conducting a successful manned lunar landing. The first player to get an astronaut on the moon and return him or her safely wins the game.

We will be playing the "regular" game, no options. Initial mailing will cover Phases 1-6 of 1956. We won't draw event cards on the 1st turn. Subsequent mailings will cover Phases 3-7 of each turn. The GM will handle other phases. So choose a country, buy some hardware, conduct some research, and declare any missions for 1957. Each country starts with 60 MB (megabuck = \$1,000,000).

NOTE: If we don't get at least four players, this game will be scrubbed.



Ronald Compton/Quill

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DEADLINE FOR MOST GAMES IS 1200 NOON CENTRAL TIME 4 MAY 96

THE BOTTOM LINE

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$12 in Canada, and \$18 overseas) or \$1 by E-mail via GEnie or INET. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (904) 663-9081, INET BOLDUC@EGLIN.AF.MIL or PRBOLDUC@AOL.COM. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball or old-time TV, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing Ms Nar's recorded message.



Galt/Chub and Mail/Toronto

BORIS THE SPIDER
c/o 203 Devon Ct
FWB, FL 32547-3110

FIRST CLASS MAIL

March 12, 1996

Dear Publisher/GM,

It's Runestone Poll time! The 1996 ballot is printed on the back of this letter. The Poll started rating Diplomacy-related zines in 1977 and has since expanded to cover GMs and subzines. We'd like you to help by distributing copies of the ballot to your players and readers—we won't be contacting them all directly.

Anyone *may* obtain a ballot by writing to us at the address below. Please let your readers know this if you don't want to distribute ballots yourself. You can even vote without using a ballot—just include your name and signature, indicate one way in which you participate in the North American Diplomacy hobby (sub to zine XXX, play in game YYY, etc.), and list the zines, subzines, and GMs you wish to vote for. Rate each from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate yourself or your publication.

You *may only* vote for GMs under whom you've played a postal or e-mail game since July 1, 1995, and whose competence you can rate fairly. Any game qualifies, not just Diplomacy or its variants. To vote for a zine you don't have to subscribe, but you must be able to rate it fairly. This means you've seen (or should have seen if not for delays) *at least* two issues since July 1, 1995. You may not vote for us or our publications.

Don't take the Poll too seriously. This is a hobby, and our goal is to have fun. But do vote carefully, not out of spite, or for zines you haven't seen. On the other hand, even if you've seen only one zine, you're welcome to rate it as long as you've seen enough of it to rate it fairly. We want input from everyone, not just a select few.

The Poll publication includes a list of voters. If you vote, but you don't want to be listed as a voter, please tell us by marking the spot indicated on the ballot.

We will tally the results on June 30; any ballots received after that will not count. To order the results, check where indicated on the ballot and send the corresponding fee. If you want only the pages of the Poll publication that deal with you, your zine, or your subzine, send us a SASE and let us know what you want.

Some of you may not want to take part in the Poll. If so, we respect your decision and we apologize for sending you a ballot. We thought it would be better to send a ballot and let you decide rather than run the risk of omitting someone who wanted to take part.

If you have any questions, please let us know! Thanks in advance for all your help—we couldn't do it without you.

Sincerely,

Eric and Claire Brosius
41 Hayward St.
Milford, MA 01757-3554 USA

The 1996 Runestone Poll

ZINE POLL

You may rate any amateur postal or e-mail zine that you've read enough of to rate fairly. This means you've seen (or would have seen, if not for delays) at least two issues since 1985. Only North American zines are eligible, but anyone may vote. Rate each zine from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate your own zine. Blanks are for zines I forgot to list. Do not vote for me or my publications.

- Absolute!
 - The Abyssinian Prince
 - Against the Odds
 - Alpha & Omega
 - American Diplomacy
 - Appalachian General
 - The Armchair Diplomat
 - Bayview Gazette
 - Besieged
 - Bunt and Blame
 - Boast
 - Born the Spider
 - The Canadian Diplomat
 - Carolina Crnd & Country
 - CDD Medical Journal
 - Cheesecake
 - Cogscientists
 - Contagious
 - Crimson Sky
 - Crossing the Rubicon
 - Cybersip
 - Diplodocus
 - Diplomacy World
 - Diplomag
 - The Diplomatic Pouch
 - Dippy
 - The Eclectic Diplomat
 - Electric Trains
 - Empire
 - The Encounter
 - Everything
 - The Flying Prose
 - The Garner's Zone
 - (GOL)
 - Grand Hyatt
 - Groustark
 - Imaginary Friend
 - League of Nations
 - Lime House
 - Making Love in a Cancer
 - Maniac's Paradise
 - Metamorphosis
 - Nicolo
 - Northern Flame Vol.2
 - off-the-shelf
 - Orphan Box
 - The Foxy Dipl Letter
 - Perelandra
 - Postmodernia
 - The Prince
 - Protonas
 - Rambling WAY
 - Ramblings by Moonlight
 - River City Rwy Gazette
 - S.O.B.
 - The Sports Page
 - Starwood
 - The Strategist
 - Suicide Systems
 - The Tactful Assassin
 - Won If by Land
 - Yellow Pajamas
 - Zero Sum

GM POLL

You may rate any GM under whom you played any postal or e-mail game since July 1, 1965 for long enough to judge him or her fairly. Only North American GMs are eligible, but anyone is welcome to rate them. List GMs alphabetically by name (not zine). Rate each GM from 0 (the worst) to 10 (the best)—no fractions, please. GMs may not rate themselves. Do not vote for me.

ADVERTISEMENT

For the main lists (titles, subtitles, and GMs) send 64 cents, two 32 cent U.S. stamps, or an issue of your zone in which you publish a halftone. For the Poll publication, send \$5.00 or more and check here _____. Last year's publication was 53 pages long. It contained main lists, articles, statistical analysis, and lots more! Thanks for your donation; they really help.

SUBZINE POLL

A **subsize** is a regular section of a size which is (a) edited by someone other than the size editor(s), or (b) edited by the size editor(s), but devoted to a specific hobby service. Any **subsize** of a North American size is eligible. The other instructions are the same as those for the **Size Poll**.

- | | | |
|--------------------------|--------------------------|---------------------|
| A New Dawn | Interior | The Tar Pits |
| Across the Bow | Iron Mike's Satire | Triffax (Black) |
| And Now... Rev. LaBoos | It's Good to be Right | The Usine Voice |
| Beginner's Luck | It's Me Again | Vaginal Discharge |
| The Brasilia Times | Joe's Satire | The Voice of Sanity |
| By the Waters of Babylon | Male Shall... | WAYside |
| RvWAY | Modern Diplomacy | WAYwords |
| College Football Ratings | Oasis | |
| Fred's Columns | Mr. Toad's Wild Ride | |
| The Fresh Connection | Octopus's Garden | |
| The Glanted Debauchment | Plausibile Paraphernalia | |
| The Green Goblin Speaks | Sandy's Snapshot | |
| HardBop | Snowball Fighting | |
| Historical Spotlight | Steve's Spot | |
| Sop's Press | Strategic Intelligence | |

Send this ballot to **Eric Brasius, 41 Hayward St., Milford, MA 01757**.
Your ballot must arrive by **June 30, 1998**. Please vote early if you can.

Indicate one way in which you take part in the North American postal or e-mail gaming hobby (sub to nine XXX, play in game 1995YY, etc.).

For more information, contact the Office of the Vice President for Research and the Office of the Vice President for Student Affairs.

Signature _____

[If I can't tell who you are or your ballot isn't signed, it may not be counted!]

Check here if you do not want your name on the list of visitors.

RUNESTONE POLL CONTEST

Guess the 2nd Poll winner—the prize is a travel Diplomacy board with magnetic pieces. To be eligible you must vote in the Poll and correctly guess the winning size. We will pick the correct winner at random from the set of eligible entrants. The names of the winner and any other eligible entrants will be published in the Poll publication.

To enter,
print your
address
below:

The size you think will win:

THE CAROLINA AMATEUR DIPLOMATS PRESENT

DIXIECON X

The 10th Year of the Premier Diplomacy Event on the East Coast

**The University of North Carolina
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This three-day event draws the best players from the South and beyond for a three round Diplomacy tournament and other competitions. On Friday night, May 24, players congregate for tournaments in other games, with the Diplomacy action beginning the next morning. Playing in at least two of the three Diplomacy rounds makes one eligible for awards. Tournaments in other games such as Titan, History of the World, Magic, United, Miniatures and 1830 will proceed throughout the weekend also. Dixiecon was the site of the 1990 World Diplomacy Championships, and the 1994 North American Diplomacy Championships.

Features Include: Three Round Diplomacy Tournament
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****For More Information Contact: David Hood, 2905 20th Street NE, Hickory NC 28601****

DIXIECON X

This three-round tournament features some of the best Diplomacy players in the country. In addition to the showcase tournament, there will also be events in History of the World, Magic, Titan, United, 1830 and miniatures. Please send the form below ASAP if you are interested in attending. A booklet with more specific information will go out to all preregistrants in late April.

The first official Diplomacy round will begin at 10:00 am on Saturday morning, with other events to take place on Friday night and throughout the Con. Rooms are available for rent on Friday, Saturday and/or Sunday nights at the rate of \$30 per room. A limited number of rooms are available for Thursday night as well. The rooms are air-conditioned, and feature free linen service (though you should bring a blanket yourself.) Please indicate on the form whether you want a room to yourself, or if you would rather share with someone. Also indicate if you have a roommate already lined up.

Free shuttle service will be available to those who fly into Raleigh-Durham International Airport, or to those who take Amtrak to Raleigh, Durham or Greensboro. Please get in touch with David Hood if you need assistance with your travel plans.

DIXIECON X REGISTRATION FORM

Name: _____

Address:

Phone:

Fees Enclosed: \$15/night for a double room

Checks payable to David Hood **\$30/night for a single room** _____

\$15 for registration fee

Please send to: David Hood, 2905 20th Street NE, Hickory NC 28601